



PAL



TIME CRISIS

TM

namco®

SONY



COMPUTER
ENTERTAINMENT

PlayStation®
PLATINUM

Precautions

- This disc contains software for the PlayStation® home video game console. Never use this disc on any other machine, as it could damage it.
- This disc conforms to PlayStation® specifications for the European market only. It cannot be used on foreign-specification versions of PlayStation®.
- Read the PlayStation® Instruction Manual carefully to ensure correct usage.
- When inserting this disc in the PlayStation®, always place it label side up.
- When handling the disc, do not touch the surface. Hold it by the edge.
- Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft cloth.
- Do not leave the disc near heat sources or in direct sunlight or excessive moisture.
- Never attempt to use a cracked or warped disc, or one that has been repaired with adhesives, as this could lead to operating errors.

Health Warning

For your health, rest about 15 minutes for each hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a brightly lighted room, and stay as far from the television screen as possible. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These persons may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

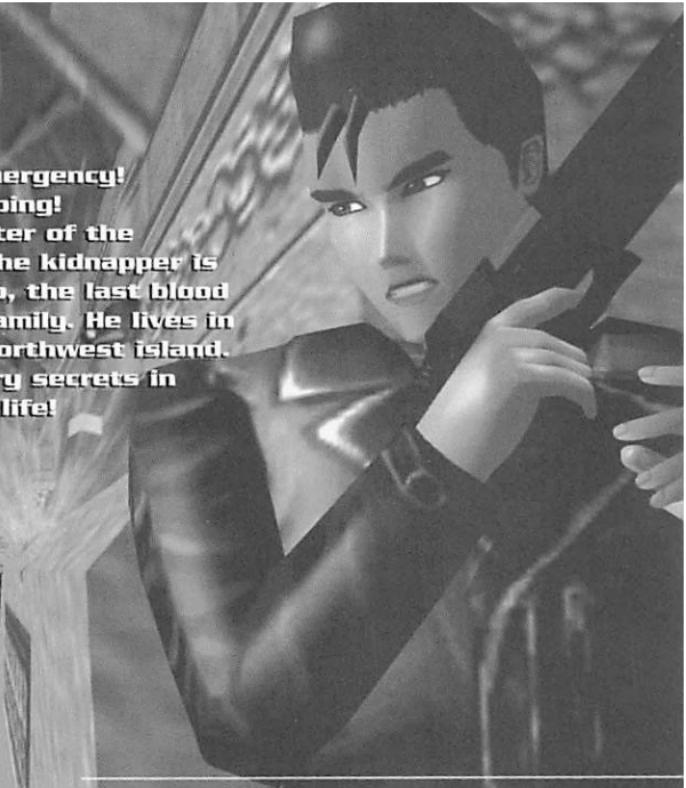
See back page of this manual for Customer Service Nos. and **POWERLINE** Nos.

FOR HOME USE ONLY. Unauthorised copying, adaptation, rental, lending, distribution, extraction, re-use, arcade use, charging for use, broadcast, publication and internet, cable or other telecommunications transmission, access or use of this product or any trademark or copyrighted material which is part of this product, Game © 2000 Time Crisis™ & © 1995 1996 NAMCO LTD. All rights reserved. Namco is a registered trademark of NAMCO LTD. A Namco Product. Computer Entertainment Europe. Library programmes © 1993-1999 Sony Computer Entertainment Inc. exclusively licensed to Sony Computer Entertainment Europe Ltd.





**Richard! There's an emergency!
There's been a kidnapping!
It's Rachel, the daughter of the
President of Sercia! The kidnapper is
believed to be Sherudo, the last blood
relative of the royal family. He lives in
an old castle on the Northwest island.
He's demanding military secrets in
exchange for Rachel's life!**



**The deadline is sunset.
We don't have much time!
Get into the castle and
rescue Rachel!**

ENGLISH

TIME CRISIS™

What Is TIME CRISIS™?

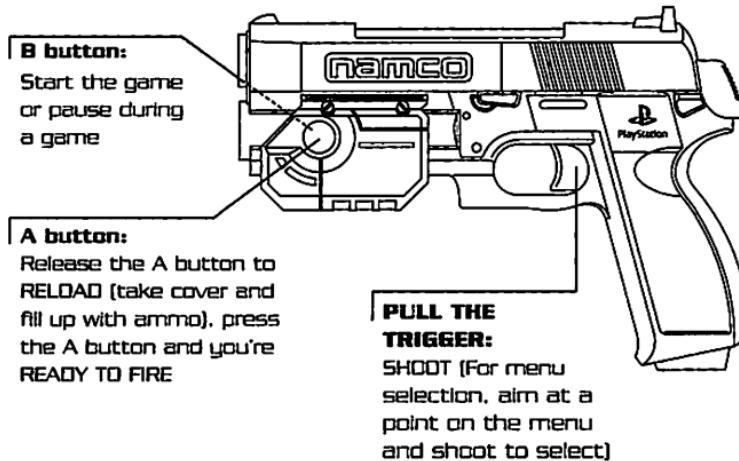
In this PlayStation™ version of the arcade masterpiece TIME CRISIS™, an original PlayStation™ storyline has been included in which Richard chases after the secret criminal organisation. New enemies, exciting gun-play and action-packed stages are all there for you to enjoy.

NAMCO, using all their technological and gaming know-how, have developed the highly accurate G-CON45™ Controller, so now it is possible to enjoy unprecedentedly realistic arcade-style games inside your own home.

NOTE: The G-CON45™ can be used with any software bearing the G-Con45™ mark. G-CON45™ and the G-CON45™ mark are registered trademarks of Namco Ltd.

Playing TIME CRISIS™ with the G-CON45™

Please use the G-CON45™ when playing TIME CRISIS™. Hold the G-CON45™ with the nozzle pointing towards the screen.



WARNING!

The G-CON45™ is not a weapon. It is a highly sensitive light-peripheral for use exclusively with PlayStation™. NAMCO accepts no liability for damage if this product is used with anything other than a TV game.

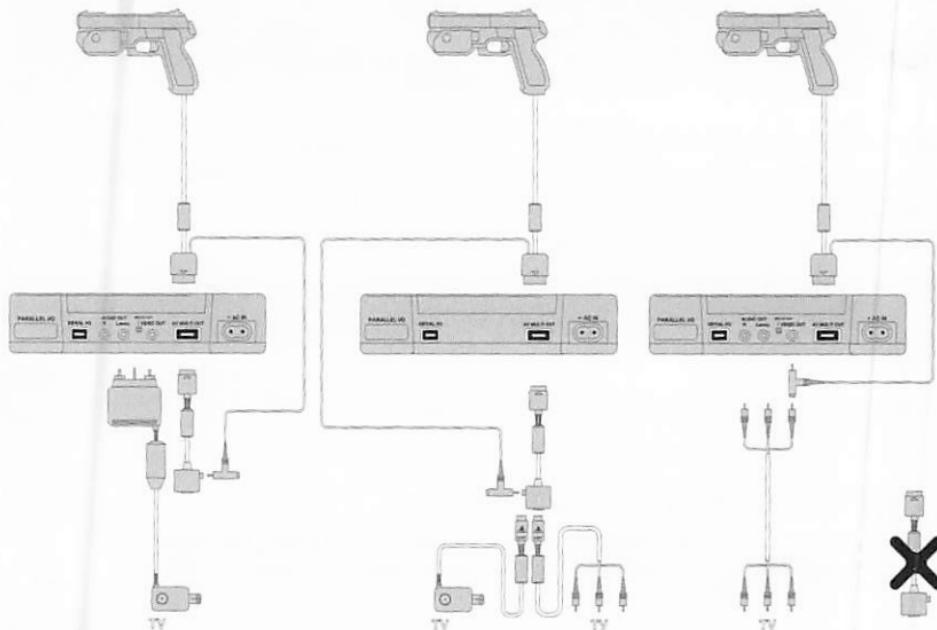
CARE WHEN USING THIS EQUIPMENT WITH A TELEVISION

This product cannot be used with the following TV equipment (please check the details with the manufacturer of your television set):

- TV monitors with an LCD display (LCD TV, LCD Projector, etc.)
- Hi-Vision TVs, Hi-Vision Easy Reproduction TVs, Hi-Speed TVs, 100Hz TVs
- TVs which have been magnetised (altering the colours), and some old-type TV sets
- Small-screen TVs (less than 10") and some wide-screen TVs
- Projection TVs (the screen may burn)
- TVs which have a screen-memory function

NOTE: When using the G-CON45™, if you connect an ordinary Controller to Controller port 2 of the Console, you can reload using any button.

Please see the diagram below for connection information.



LANGUAGE SELECTION

To select a language with the G-CON45™, pull the Trigger to scroll through the available languages (English/Français/Deutsch) and press the A or B button to confirm the selection. Using a Controller, press either the **X** or **O** buttons to scroll through the available languages, then press the **□** or **△** buttons to confirm the selection.

Playing TIME CRISIS™ with a Controller



Directional buttons: Move the cursor on-screen to aim

△ or □ buttons (A button on 6-CON45™): Action button. Release the Action button to RELOAD (hide and fill up with ammo); press the Action button and you're READY TO FIRE

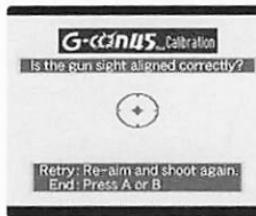
X or O button (Trigger on 6-CON45™): SHOOT (aim at a point on the menu and shoot to select from the menu)

START button (B button on 6-CON45™): Game START and PAUSE

BEFORE PLAYING THE GAME

Before starting the game, you will need to adjust the calibration of the 6-CON45™ so that your sights are properly aligned. If you start the game without adjusting the calibration beforehand, you may find that the sighting is out part-way through the game. You can alter the calibration using 6-CON45™ CALIBRATION in the OPTIONS menu.

How To Adjust The G-CON45™ Calibration



Start the game and go to the G-CON45™ CALIBRATION screen.

A mark appears in the centre of the screen - aim for the cross in the centre of the target and shoot.

A red mark appears on the screen where your shot has been fired. Using this mark as a reference, check that the calibration is correct.

If you do not like the G-CON45™ calibration settings as they are, keep shooting at the target until you are satisfied with them. When you are satisfied, press the A button or the B button and you will be taken back to the TITLE SCREEN. (If you came from the "OPTIONS" menu, you will be returned to that menu instead).

GETTING STARTED

Set up your PlayStation™ according to the instructions in its Instruction Manual. Insert the TIME CRISIS™ disc and close the Disc cover. Turn the PlayStation™ ON at the POWER button. It is advised that you do not insert or remove peripherals or Memory cards once the power is turned on. Make sure there are enough free blocks on your Memory card before commencing play.

STARTING THE GAME (1)

G-CON45™ CALIBRATION

The G-CON45™ CALIBRATION screen appears when you start the game. You can adjust the G-CON45™ calibration here.

TITLE SCREEN

On the TITLE screen, pressing the A button or the B button on the G-CON45™ takes you to the MENU screen.

MENU SCREEN

You have three choices on the MENU screen: ARCADE, SPECIAL & OPTIONS. Aim the G-CON45™ at the one you want to select and shoot.

ARCADE

There are two modes to choose from in the ARCADE game: the STORY MODE and the TIME ATTACK MODE. Aim the G-CON45™ at the mode you wish to play, and shoot.

STORY MODE

There are 3 stages in the STORY MODE, and each stage is made up of 4 areas. When you have cleared the first 3 areas of a stage, you move on to the final area, and if you beat the boss in that area, you will have cleared the stage. In addition, if you manage to clear all 3 stages, you will have the opportunity to see the spectacular ending sequence. If you run out of time or run out of lives, it's GAME OVER but you can continue if you have enough credits, so keep trying!

Furthermore, on the MODE SELECT screen, shooting outside the screen will take you to the EASY MODE (the word EASY will appear on the screen) in which you can play a slightly easier version of the STORY MODE.

TIME ATTACK MODE

The TIME ATTACK MODE gives you the chance to choose your favourite among the three stages. You'll be playing against the clock, so the object is to clear the stage as quickly as possible.

During the game, the time for each section will be precisely recorded. In the TIME ATTACK MODE there is no limit to the number of lives you have, so don't worry about the number of times you get hit. However, your game is over when the clock reaches zero.

If your time is among the fastest, you'll be able to enter your name into the ranking register.

STARTING THE GAME (2)

SPECIAL

Fresh orders have come in for Richard: he must infiltrate the Kantaris arms ring. The Kantaris headquarters near the lake has the appearance of a hotel from the outside. In reality, however, it is an arms factory. Appearances would suggest that Wild Dog is receiving arms from Kantaris. In order to thwart their plans, Richard must go to the headquarters immediately.

BRC (Branch Reflected Conditions) System

The SPECIAL game, a version only available on PlayStation™, uses the BRC System in which the hero's actions in one area determine the route taken in the next.

For example, if you clear Area 1 within a certain time limit, the hero takes an elevator up to the next area. However, if you do not clear the area within that time limit, the hero has to take the stairs instead. As a result, the route he takes will be different and the things in the area itself will also be completely different.

In addition, things like the speed with which you dispatch enemies will make a big difference to what happens during the game - check it out for yourself! The method of play is exactly the same as in the ARCADE STORY MODE.

OPTIONS

There are four main areas in which you can adjust things like the game settings and Memory card settings (for saving and loading). Select the window in which you want to change the settings by aiming at the window and shooting. Press the A button or the B button to cancel.

MEMORY CARD

Saves and loads game data, ranking during the game and so on.

BUTTON CONFIGURATION

Adjusts the BUTTON CONFIGURATION and the RELOAD METHOD settings. You can change the RELOAD and PAUSE buttons under BUTTON CONFIGURATION and you can alter the RELOAD settings under RELOAD METHOD, from reloading when the button is pressed to reloading when the button is released.

G-CON45™ CALIBRATION

Alters the G-CON45™ calibration.

POSITION SCREEN

The screen may not be centred correctly, depending on the television used. In the event that the screen is not properly centred, shoot the UP, DOWN, LEFT and RIGHT direction marks displayed on the screen to correct it. Pressing the A button or B button will return you to the OPTION screen.

PLAYING THE GAME (1)

On entering each new area, shoot and reload at will to get rid of the enemies. If you dispatch enough enemies within the time limit, you will move on to the next area.



1. REMAINING AMMO

You can have up to 6 bullets loaded in your weapon at any one time. When you run out of bullets you will need to reload. When WAIT! appears on the screen you will be unable to shoot as this is a transfer scene. As soon as WAIT! changes to ACTION! you will be able to shoot again.

2. CURRENT RANKING (TIME ATTACK)

The ranking shows your position in a list of the top 20 players, displaying your name, time and ranking place in relation to the four players above and below you in the ranking.

3. YOUR TIME

Displays the time which has passed since the game was started. It is related to the ranking in TIME ATTACK and to the final appraisal at the end of the game.

4. TOP TIME

Shows the time taken by the player in the top ranked position to reach this point in the game.

5. TIME LIMIT

When you have only 10 seconds remaining, this figure gets larger and turns red. If you do not manage to clear the area within the time limit, it's GAME OVER.

6. LIFE (SPECIAL and STORY MODE)

Shows the character's remaining strength. When this reaches zero, it's GAME OVER.

PAUSE SCREEN

If you press the B button (default settings) during the game, the game will pause. The following menu appears:

CANCEL

Resume play by pressing the B button.

QUIT GAME

Finish the game by pressing the B button whilst pulling the trigger.

RULES

RELOAD

You need to reload when you run out of bullets. Your character will take cover behind a wall or some similar object when reloading, so you may also choose this option when the enemy onslaught is particularly violent. However, when you are taking cover you cannot attack, so you will need to stop reloading if you wish to shoot.

TIME LIMIT

There is a time limit to the gun battle in each area. When there are only 10 seconds remaining, the display will turn red. When the time runs out, it's GAME OVER. The time limit can be extended if you complete a shooting point.

LIFE

In SPECIAL and STORY MODE your life/power decreases when you are hit. When your power has completely gone, it's GAME OVER. In TIME ATTACK there is no power gauge, so no matter how many times you are hit, you will not die.

PLAYING THE GAME (2)

RESULTS SCREEN

After each area and after each stage has been cleared, the RESULTS screen will appear showing your time, accuracy and other results.

AREA RESULTS AND STAGE RESULTS



STAGE MODE/SPECIAL RESULTS

- TIME
- TOP TIME DIFFERENCE
- ACCURACY



GAME CLEAR RESULTS

- TOTAL TIME
- TOP TIME DIFFERENCE
- ACCURACY
- NO. OF HITS
- DAMAGE
- SKILL POINTS

* Skill points are awarded out of ten (the stars at the bottom of the screen) on the basis of total time, accuracy, number of hits and damage. In addition, any diversion taken in the SPECIAL STAGE is also shown.

RETRY

If your life or time runs out in STORY MODE or SPECIAL, the RETRY screen will appear. If you want to continue playing you should shoot YES, whereas if you want to stop playing you should shoot NO.

The number of retries is limited to the number of credits shown, and the game starts again from the beginning of the current area.

RANKING AND NAME ENTRY

If you are among the fastest 20 players to clear the 3 stages in TIME ATTACK, STORY MODE in ARCADE, and SPECIAL (a total of 3 modes in all) you can enter your name in the ranking register. An alphabet panel will appear; you should shoot the letters to register your name.

FIGHTING TECHNIQUES

BE AWARE OF YOUR OPPONENTS' ACCURACY

The accuracy of each enemy character's attacks differ according to who the enemy is. You should be particularly careful of red enemies as their shooting accuracy is extremely high. You can waste a lot of time taking cover and reloading too often, so one good technique is to be aware of the accuracy of each of your opponents so that you can get the higher rate opponents out of the way as quickly as possible without too much fear of being hit.

RECOVER TIME BY RAPID FIRING

You have the chance to recover some lost time when orange opponents appear. But you need to shoot them quickly because they will try to run away as soon as they appear. If you shoot them you will get a time bonus. The time bonus is added when you move on to the next scene.

THE MOST EFFECTIVE WAY OF SHOOTING ENEMIES

In TIME ATTACK, you should aim to shoot as many enemy characters as you can in as short a time as possible. Bear in mind that, depending on the body part you shoot, the time it takes for each enemy character to disappear from the screen is different.

GETTING RID OF ENEMIES USING EXPLOSIVES

If you shoot the wooden boxes marked EXPLOSIVES or the enemies carrying bazookas, you can get rid of a number of enemies quickly in the resulting explosion. You should try to memorise where the boxes are and when the bazooka enemies will appear: this will enable you to get a better score in subsequent games.



RICHARD MILLER

THE HERO. A HIGHLY TRAINED V.S.S.E. SPECIAL FORCES AGENT. IN ORDER TO RESCUE RACHEL HE HAS TO BREAK HIS WAY INTO SHERUDO'S CASTLE.



MOZ

MOVES QUICKLY LIKE A NINJA. CONFUSING HIS OPPONENTS. BEFORE ATTACKING THEM WITH LIGHTNING SPEED. AND THEN TEARING THEM TO SHREDS WITH HIS IRON CLAWS.

WEB SPINNER

AGILE AND EXTREMELY FAST. HE SPECIALISES IN TRICKY ATTACKS. HE HAS A HIGH-VOLTAGE BOOMERANG AND HIS KICK ATTACK IS VERY POWERFUL.





SHERUDO GARO

A DESCENDANT OF THE EVIL KING. HIS AIM IS TO GET HOLD OF TOP SECRET MILITARY FILES USING THE PRESIDENT'S DAUGHTER AS A RANSOM. HIS MOST LETHAL WEAPON IS HIS KNIFE, WHICH HE CAN THROW AT LIGHTNING SPEED.



WILD DOG

THIS IS THE NAME BOTH OF A CRIMINAL ORGANISATION AND OF ITS LEADER, WHO IS APPARENTLY LENDING SHERUDO A HAND WITH HIS SCHEME, THOUGH NO-ONE KNOWS WHO HE REALLY IS.

KANTARIS

KANTARIS IS THE OWNER OF THE HOTEL BY THE LAKE. HOWEVER, SHE IS ALSO THE LEADER OF THE ARMS SYNDICATE, KANTARIS, WHICH IS RUMOURED TO DEAL IN THE ILLICIT MANUFACTURE OF WEAPONS AND EXPLOSIVES.



RACHEL MACPHERSON

RACHEL IS THE BEAUTIFUL DAUGHTER OF THE PRESIDENT OF THE SERCIA FEDERATION. SHE IS THE HEROINE IN THIS STORY, BUT SHE HAS BEEN KIDNAPPED BY SHERUDO.



THE WORLD OF TIME CRISIS™



V.S.S.E.

The existence of this international intelligence organisation has never been admitted publicly.

The responsibility for the safety of Serbia lies in Richard's hands.

REQUEST TO RESCUE RACHEL

Government

Republic of Serbia

KIDNAPPED THE PRESIDENT'S DAUGHTER IN ORDER TO GET HOLD OF TOP SECRET MILITARY FILES



SHERUDO GARO

A descendant of an evil king. He is planning to restore the family line and take power for himself by launching a coup d'état

EXISTENCE DISCOVERED WHILST INVESTIGATING WILD DOG



KANTARIS

On the face of it, she is the owner of the hotel by the lake. However, in real life she is also the leader of an arms syndicate which deals in the illicit manufacture of weapons and explosives

HAS BEEN WATCHING THEIR ACTIVITIES CAREFULLY FOR A NUMBER OF YEARS

PREFERENTIAL TREATMENT OFFERED WHEN SHERUDO COMES TO POWER



WILD DOG

A huge, secret, international crime organisation. People say that the crimes for which they are responsible are so atrocious that whoever is behind them must be a mad dog

SUPPLYING WEAPONS AND AMMUNITION

Customer Service Numbers

POWERLINE

FOR GAME HELP

• Australia	1 902 262 662*	1 902 262 662*
	(*ITM Calls charged at \$1.50 per min. Get parents' OK to call.)	(*ITM Calls charged at \$1.50 per min. Get parents' OK to call.)
• Österreich	0990 970 111*	0900 970 111*
	(*Der Anruf unter dieser Nummer kostet max. 41 Groschen/ Sek.)	(*Der Anruf unter dieser Nummer kostet max. 41 Groschen/ Sek.)
• Belgique/België/Belgien	011 / 301 306	0900 000 00*
		(*6.05 Bfr. 20 sec/ 40 sec)
• Danmark	(+45) 33 26 68 20 Aben man-tors 16.00-19.00	(+45) 33 26 68 20 Aben man-tors 16.00-19.00
• Suomi	0600 411 911 4,70 finv/min + ppm avoinalta ark 17-21	0600 411 911 4,70 finv/min + ppm avoinalta ark 17-21
• France	0803.843.843	08 36 68 22 02* (*2,23 F la minute)
• Deutschland	01805 / 766 977	0190 578 578* (*1, 21DM/min. Kinder und Jugendliche sollten vor dem Anrufen der PlayStation-Hotline die Eltern/Erziehungsberechtigten um Erlaubnis fragen.)
• Greece	(00 301) 6777701	090 2322 00* * Χρέωση κλήσης 184 δρχ. το λεπτό συν φία. Παρακαλούμε πριν καλέσετε τον αριθμό αυτό ζητήστε την έγκριση του προσώπου που πληρώνει το λογαριασμό Η τηλεφωνική σύνδεση υποστηρίζεται από τη Mediatele
• Ireland	(01) 4054022	1550 13 14 15 (R.O.I. only)* *Calls cost per min. 58p (inc. VAT)
• Israel	972 - 3 - 6465643	972 - 3 - 6465643 ל 00:00 בצל יות מלבד ימי שישי וערבי חג קווים הפתוחה פעויים בין השעות 12:00

Please call these Customer Service Numbers only for PlayStation Hardware Support.

Details of call costs apply only to PowerLine Game Help numbers.

For Game Help, please call your local PowerLine number.

Customer Service Numbers

POWERLINE

FOR GAME HELP

• Italia	147 828384*	166 814 814*
	* (al costo di una chiamata urbana)	"Se minorenne chiedere il permesso ai genitori. Il costo della telefonata è di Lit. 1.524 al minuto + IVA - ISICOM S.r.l. - Roma)
• Malta	344700	344700
• Nederland	0495 574 817	09 09 9 000 000*
		(*0.99 Hfl/min)
• New Zealand	(09) 415 2447	0900 97669*
		"Before you call this number, please seek the permission of the person responsible for paying the bill. Call cost \$1.50 (+ GST) per minute).
• Norge	2336 6600	820 85 050 Åpen 24 timer NOK 8,75 pr. min.
• Portugal	0707 23 23 10*	0707 23 23 10*
	Número único nacional -22500 por minuto única e exclusivamente. Antes de ligar peça autorização a quem paga a conta de telefone	Número único nacional -22500 por minuto única e exclusivamente. Antes de ligar peça autorização a quem paga a conta de telefone
• España	902 102 102	906 333 888*
		Sólo para mayores de 18 años. *Tarifa punta: 57,84 pts/min + IVA da lunes a viernes de 8.00h a 14.00h. Tarifa normal: 47,04 pts/min + IVA de lunes a viernes de 17.00h a 22.00h. Tarifa reducida: 37,025pts/min + IVA de lunes a viernes de 22.00h a 8.00h. Sábados de 4.00h a 24.00h. Domingos y festivos las 24h del día).
• Sverige	08-587 822 25	0719-310 311* Öppet månd-frd 17.00-21.00 *5-/samtal
• Schweiz	0900 55 20 55	0900 55 20 55 / Ein Anruf kostet
	(*Fr. 1.-/min.) Kinder und Jugendliche sollten vor dem Anrufen der Hotline die Eltern oder Erziehungsberechtigen um Erlaubnis fragen	(*Fr. 1.-/min.) Kinder und Jugendliche sollten vor dem Anrufen der Hotline die Eltern oder Erziehungsberechtigen um Erlaubnis fragen.
• UK	08705 99 88 77 <i>Calls may be recorded for training purposes</i>	09064 765 765 (incl. NI)* <i>*Touch Tone activated service. Calls charged at 60p per minute. (*Correct at December 1998). Please seek permission from the bill payer before calling. Services provider - Telecom Potential, P.O. Box 66, Clevedon, BS21 7QX.</i>

Please call these Customer Service Numbers only for PlayStation Hardware Support.

Details of call costs apply only to PowerLine Game Help numbers.

For Game Help, please call your local PowerLine number.



PAL

GHOUL PANIC™



namco

PlayStation®



G-Coin45™

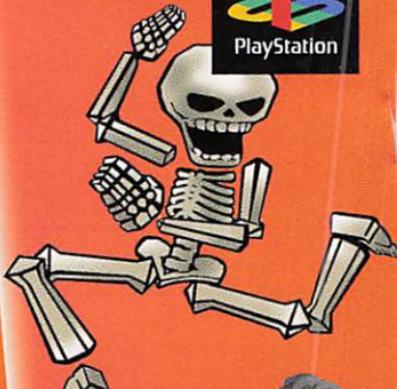
www.playstation.com.au/ghoulpanic

SCES-00657

PlayStation® and "PlayStation" are registered trademarks of Sony Computer Entertainment Inc. G-Coin45™ is a trademark of Sony Corporation.

Ghoul Panic © 2000 NAMCO LTD., All rights reserved.™ & © Eighting/Razing 1999.

Namco is a registered trademark of NAMCO LTD. G-Coin45™ and © 1996 NAMCO LTD. Published by NAMCO LTD. Distributed by Sony Computer Entertainment Europe.

Synchronized Light Gun Controller
Compatible

711719192121